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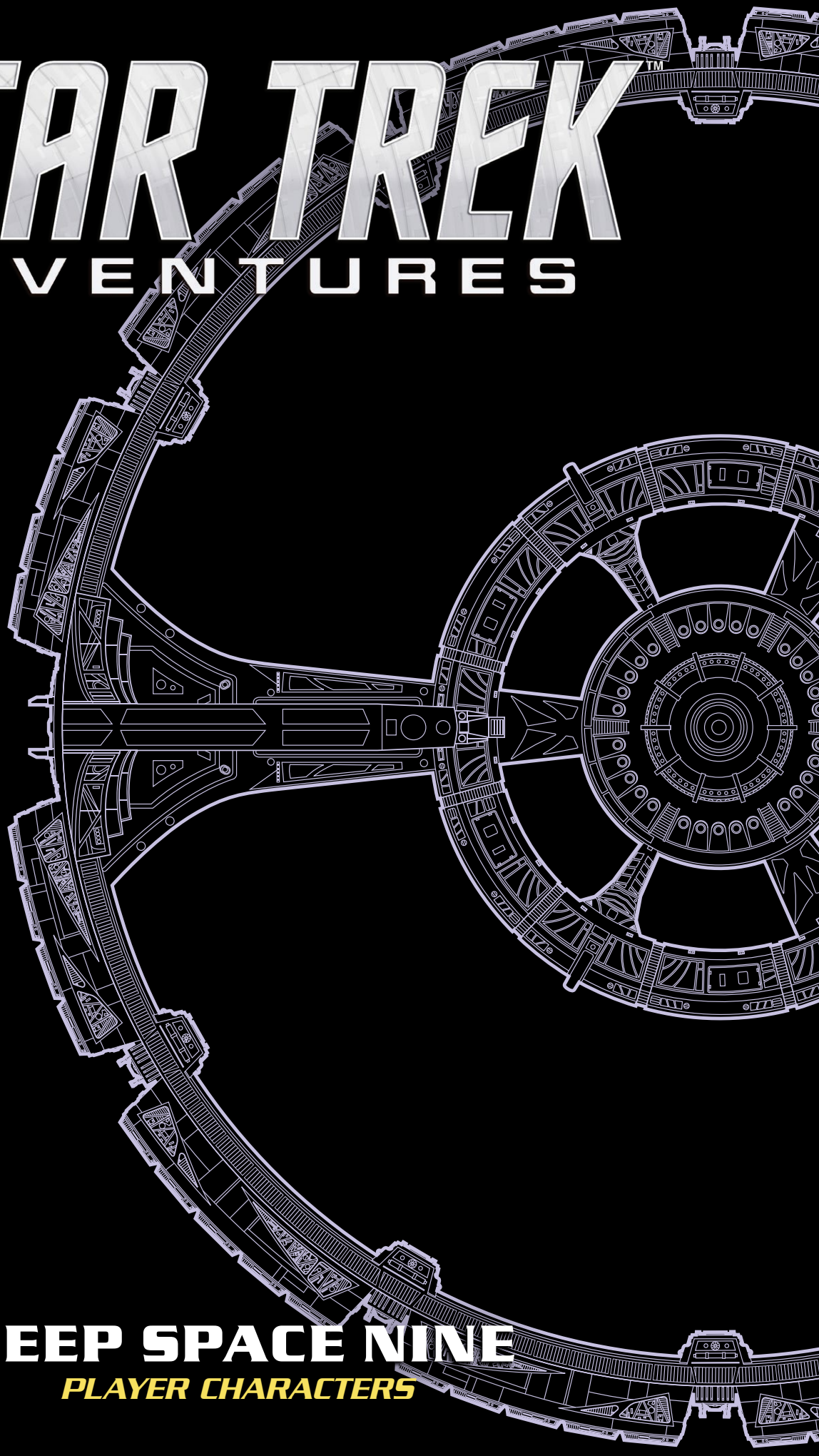

DEEP SPACE NINE
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DEEP SPACE 9
PREGENERATED CHARACTER SHEETS

4790-4850062 300 22
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01.10	INTRODUCTION	4	02.70	CONSTABLE ODO	11
02.10	CAPTAIN BENJAMIN SISKO	5		CHANGELING	12
02.20	MAJOR KIRA NERYS	6	02.80	QUARK	13
02.30	LT. COMMANDER WORF	7		FERENGI	14
02.40	CHIEF MILES O'BRIEN	8	02.90	ELIM GARAK	15
02.50	LIEUTENANT JADZIA DAX	9	03.10	DEEP SPACE 9	16
02.60	DR JULIAN BASHIR	10	03.20	U.S.S. DEFIANT NX-74205	17

CHAPTER 01.10

DEEP SPACE 9

INTRODUCTION

Director,

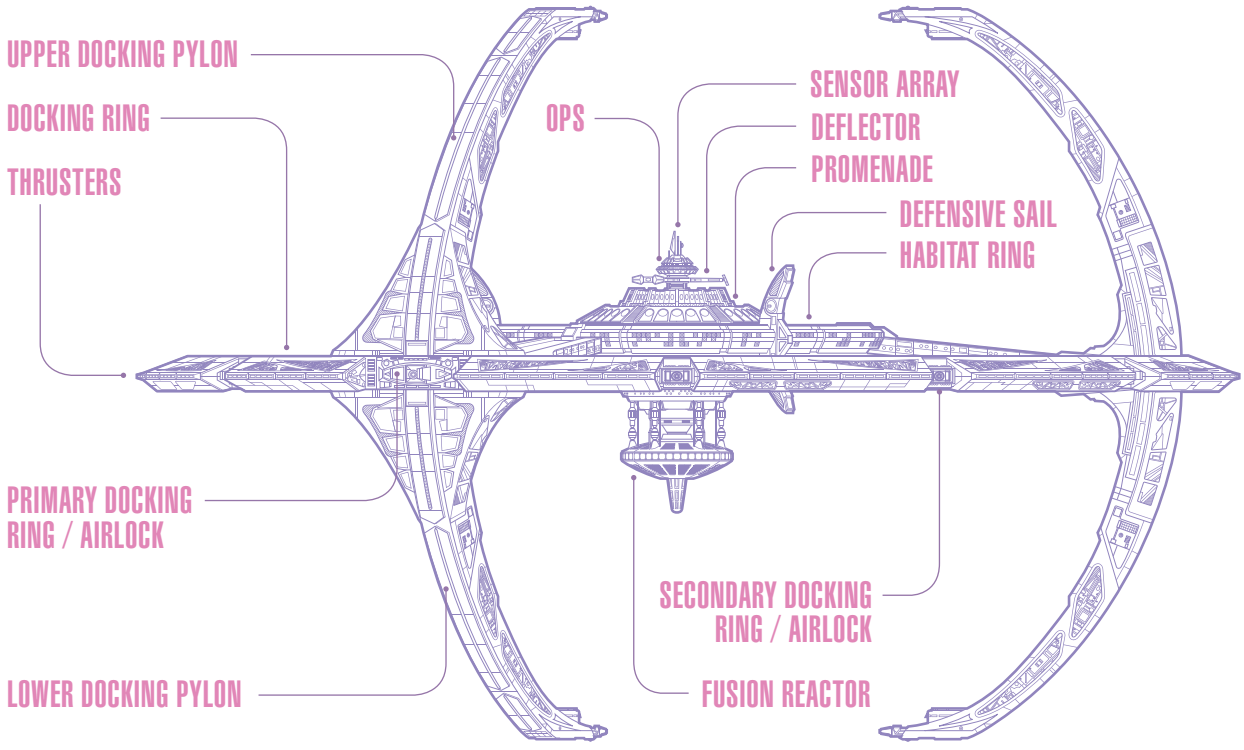
Per my latest assignment, I've compiled a dossier on who appear to be the major players on the station Deep Space 9. With war on the horizon we need to be sure that we have accurate information. We can trust our Dominion allies only so much; it's best to compile our own intelligence. While most of these individuals are Starfleet officers, some are civilians with significant pull in foreign governments, including the Cardassians, Ferengi and Bajorans. That's not to mention that Lieutenant Commander Worf is essentially the adopted son of Klingon General Martok.

I spent weeks on the station, disguised as a human. I've got to say that I'm relieved to be back in my own skin; I don't think that I'll ever forget the smell of so many mammals all in one place. Each of these people, except maybe Quark and Garak, are working against our interests. The Ferengi we might be able to use, but Garak is a problem for reasons more sensitive than I can divulge here.

During my time on the station I confirmed that all the information in the Dominion's dossiers was accurate. By this point I feel that I know these officers better than they know themselves. We could move against them with strategic assassinations, but at this point I feel that we need this crew in place. We've got extensive psychological workups on them, and it'll be easy to manipulate their actions. If we kill Sisko we risk him getting replaced with an unknown quantity.

For Cardassia,
Agent Viper

DEEP SPACE 9



DEEP SPACE NINE PLAYER CHARACTERS

CAPTAIN BENJAMIN SISKO

COMMANDING OFFICER

Sisko is a walking paradox. A man whose faith lies only in himself and his staff, but a man also revered as a prophet of the Bajoran religion. A backwater administrator who in the space of a single day became the point of first contact with all societies from the Gamma Quadrant. He can spend weeks plotting his next move, but when he acts it's as furious as a full-grown taspar beast. The Federation's defense against our upcoming operation will rest on Sisko's shoulders. We must be ready to strike against him or his family.

TRAITS: Human, Emissary of the Prophets

VALUES:

- Nothing's More Important than Family
- Don't Say It Unless You Mean It
- A Plan for Everything
- Balancing Starfleet with Bajor

ATTRIBUTES

CONTROL	12	FITNESS	08	PRESENCE	08
DARING	11	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	05	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	04	MEDICINE	01

FOCUSES: Composure, Diplomacy, Hand-to-hand Combat, Ship Tactics, Starship Design, Warp Field Dynamics

TALENTS:

- **Veteran:** Whenever you spend a point of Determination, roll 1. If an Effect is rolled, immediately regain that spent point of Determination.
- **Dauntless:** Whenever you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.
- **Mean Right Hook:** Your Unarmed Strike attack gains the Vicious 1 Damage Effect
- **Bold (Command):** Whenever you attempt a Task with Command and you buy one or more d20s by adding to Threat, you may reroll a single d20.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Vicious 1, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2

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DEEP SPACE NINE PLAYER CHARACTERS

MAJOR KIRA NERYS

BAJORAN LIAISON OFFICER

A consummate soldier, Kira Nerys was a resistance fighter against the Cardassian Occupation from childhood. She carried out all sorts of black operations and was given a senior officer's position in the Bajoran Militia for her service, but it's obvious that it wasn't her people skills that got her the job. As the station's executive she consistently holds the staff to the same high standards that she sets for herself. Kira's a determined warrior, and if there's one thing we can count on from her, it's that she'll go to her grave before she fails her people. Perhaps we can use her desire to protect Bajor from further atrocities as leverage against her?

TRAITS: Bajoran

VALUES:

- True Independence for Bajor
- Never Give Less than What I'm Capable of Giving
- Go Down Swinging
- The Station Belongs to Bajor

ATTRIBUTES

CONTROL	08	FITNESS	10	PRESENCE	09
DARING	12	INSIGHT	09	REASON	08

DISCIPLINES

COMMAND	04	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

FOCUSES: Athletics (Springball), Guerilla Tactics, Hand-to-hand Combat, Bajoran Faith, Pain Resistance, Small Craft

TALENTS:

- **Veteran:** Whenever you spend a point of Determination, roll 1. If an Effect is rolled, immediately regain that spent point of Determination.
- **Tough:** Whenever you *Avoid an Injury*, the cost is reduced by 1, to a minimum of 1.
- **Precision Evasion:** Whenever you succeed at the *Evasive Action* Task, you may spend 2 Momentum. If you do so, the ship does not suffer the increased Difficulty for attacks normally caused by *Evasive Action*.
- **Pack Tactics:** Whenever you assist another character in combat, the character you assisted gains 1 Momentum if they succeed.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 5 Knockdown, Size 1H, Non-lethal)
- Bajoran Phaser Pistol (Ranged, 7, Size 1H, Charge)

EQUIPMENT: Combadge, Bajoran phaser pistol

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CHAPTER 02.30

DEEP SPACE NINE PLAYER CHARACTERS

LT. COMMANDER WORF

STRATEGIC OPERATIONS OFFICER

An orphaned Klingon noble, Worf was raised by human parents before attending Starfleet Academy. He's had a tumultuous relationship with his people. Worf was originally a noble of the House of Mogh, a house that was unjustly dishonored, reinstated, and finally dissolved by Chancellor Gowron. Worf is now a member of the rising House of Martok, he's a brilliant strategist whose served Sisko well since transferring to Deep Space 9 from the *U.S.S. Enterprise*. His biggest weakness is his devotion to his wife, Jadzia Dax. If we can threaten her with harm, we might be able to turn the Klingon into an asset.

TRAITS: Klingon

VALUES:

- Proud and Honorable Klingon Warrior
- Glory Only Comes Through Victory
- Always the Outsider
- Jadzia Is My Second Heart
- Martok, Like Warriors from the Ancient Sagas

ATTRIBUTES

CONTROL	08	FITNESS	11	PRESENCE	10
DARING	12	INSIGHT	07	REASON	08

DISCIPLINES

COMMAND	04	SECURITY	05	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	01

FOCUSES: Combat Tactics, Hand Phasers, Federation–Klingon Politics, *Mok'bara*, Shipboard Tactical Systems, Strategic Operations

TALENTS:

- ***R'uustai*:** You gain one additional Value, reflecting your relationship with the ritual sibling. In addition, whenever you assist, or are assisted by another, the character offering assistance may reroll their die.
- ***Brak'lul*:** You gain +2 Resistance to all Non-Lethal attacks. In addition, whenever you are the target of a *First Aid* Task, reduce the Difficulty of that Task by 1, to a minimum of 1.
- **Personal Effects:** You have a *mek'leth*, or traditional Klingon blade.
- **Quick to Action:** During the first round of combat, you and your allies may ignore the cost to *Retain the Initiative*.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 6▲ Knockdown, Size 1H, Non-lethal)
- *Mek'leth* (Melee, 7▲, Vicious 1, Size 1H)
- Phaser Type-2 (Ranged, 8▲, Size 1H, Charge)

EQUIPMENT: Combadge, *mek'leth*, phaser type-2

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DEEP SPACE NINE PLAYER CHARACTERS

CHIEF MILES O'BRIEN

CHIEF OF OPERATIONS

The chief is everything that a commanding officer wants from their enlisted officers. He's loyal, obeys orders without question, and makes sure that the other officers do the same. More than that he's among Starfleet's most competent technicians, able to fix almost any system with minimal time and insufficient parts. O'Brien's a veteran of many battles in the last war with our people and we've tried to capture him before, and our efforts failed. The chief, as his friends call him, seems to want nothing more than a peaceful place for his family to live. For someone with Cardassian blood on his hands, that goal is impossible. O'Brien has an annoying tendency to escape plots against him. We're not going to fail again.

TRAITS: Human

VALUES:

- I am Very Much Alive and I Intend to Stay That Way
- The Daily Grind is Worth it for Keiko and Molly
- Living with the Ghosts of War
- Get it Done Right the First Time

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	08
DARING	09	INSIGHT	10	REASON	11

DISCIPLINES

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	05	MEDICINE	01

FOCUSES: Evasive Maneuvers, Cardassian Technology, Electro-plasma Power Systems, Squad Tactics, Starship Tactical Systems, Transporters

TALENTS:

- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may reroll one d20 (which may be the ship's die).
- **Jury-Rig:** Whenever you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, the repairs are only temporary and will only last for a single scene, plus one additional scene per Momentum spent (Repeatable), before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been jury-rigged is increased by 1.
- **A Little More Power:** Whenever you succeed at an Engineering Task aboard your own ship, you may spend one Momentum to regain one spent Power.
- **I Know My Ship:** Whenever you attempt a Task to determine the source of a problem with your ship or station, add one bonus d20.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2, tricorder, engineering toolkit

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CHAPTER 02.50

DEEP SPACE NINE PLAYER CHARACTERS

LIEUTENANT JADZIA DAX

SCIENCE OFFICER

The legacy of Curzon Dax, the man who helped negotiate peace with the Klingons at Khitomer, now resides within a cheeky and impulsive young science officer. Jadzia Dax is eager to see all that the cosmos has to offer, even though she has over 400 years' worth of memories doing exactly that. Don't let her comparative youth fool you, this officer has enough experience to teach almost every class at Starfleet Academy. She's Sisko's most trusted confidant. Given the new Gamma Quadrant crisis he's likely to need her expertise in the months and years ahead. We could likely do a great deal of damage to Sisko's efforts against the Dominion if we were to remove her from the game.

TRAITS: Trill, Dax Symbiont

VALUES:

- Even a 400-Year-Old Explorer Can Find Something New
- Nothing Beats a Night of Opera and *Bat'leths*
- Make a Name Apart from Curzon's
- Friends Are the Family You Choose

ATTRIBUTES

CONTROL	08	FITNESS	09	PRESENCE	10
DARING	09	INSIGHT	10	REASON	10

DISCIPLINES

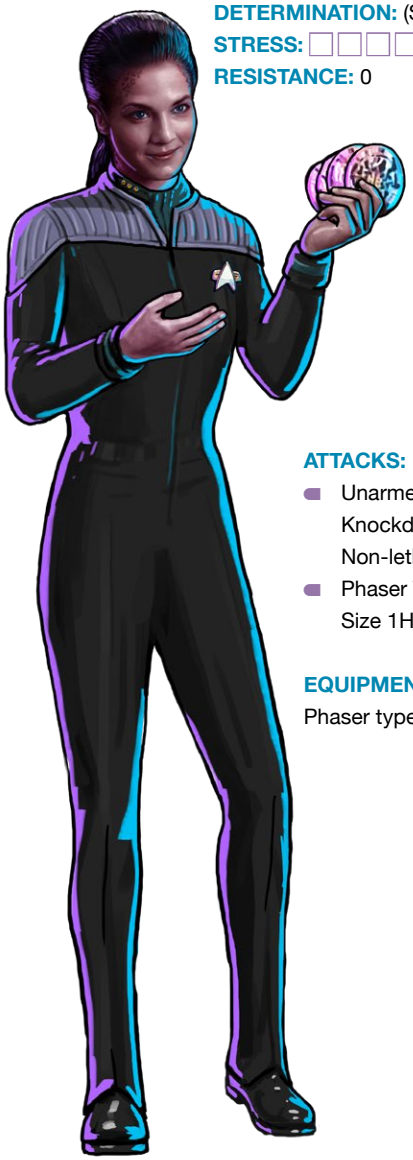
COMMAND	02	SECURITY	02	SCIENCE	04
CONN	04	ENGINEERING	02	MEDICINE	02

FOCUSES: Archaeology, Astrophysics, Klingon Blades, Combat Maneuvers, Xenobiology, Zoology

TALENTS:

- **Joined:** Once per mission, you may declare that a previous host had expertise in a relevant skill or field of study; you gain a single Focus for the rest of the scene, as you draw upon those memories. You may perform rites and rituals to awaken past hosts' memories.
- **In the Nick of Time:** Whenever you succeed at a Science Task as part of an Extended Task, you score 1 additional Work for every Effort rolled.
- **Fly-By:** Whenever you use the *Swift Task* Momentum Spend, you do not increase the Difficulty of the second Task if one of the Tasks you attempt is to pilot a starship or a vehicle.
- **Computer Expertise:** Whenever you attempt a Task that involves the programming or study of a computer system, you may add a bonus d20 to your pool.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0



ATTACKS:

- Unarmed Strike (Melee, 3, Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

EQUIPMENT: Combadge, Phaser type-2, Tricorder

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DEEP SPACE NINE PLAYER CHARACTERS

DR. JULIAN BASHIR

CHIEF MEDICAL OFFICER

Julian Bashir was an unremarkable child who almost overnight became an honored student who displayed an aptitude for brilliant thinking. It turns out that the good doctor's parents put him through the 'Augment' genetic engineering program and he walks among us as a secret superman. He constantly hides his abilities, feigning injuries or clumsiness, but his true gifts show whenever he puts his entire focus into saving a patient. When the time comes, we can lean on him to get what we need. Will he comply, or will we make an enemy of the next Khan Singh?

TRAITS: Human, Augment

VALUES:

- Finding a Place in the World for the Genetically Enhanced
- A Chance to Study Real Frontier Medicine
- Nothing's More Fun Than Some Cloak and Dagger
- Every Puzzle Has a Solution, Every Disease a Cure

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	07
DARING	10	INSIGHT	11	REASON	11

DISCIPLINES

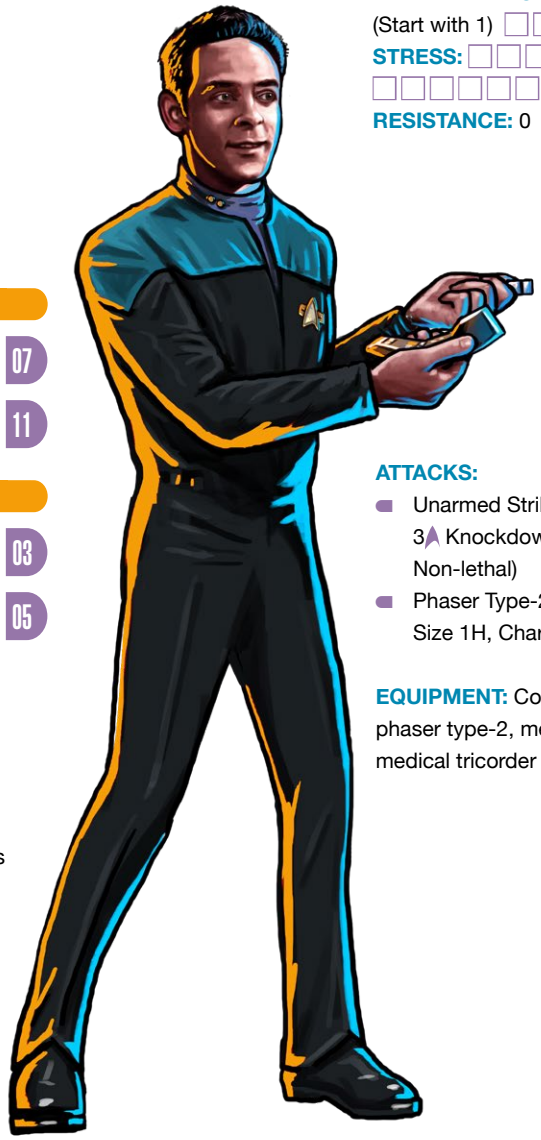
COMMAND	02	SECURITY	03	SCIENCE	03
CONN	01	ENGINEERING	02	MEDICINE	05

FOCUSES: Athletics (Springball), Emergency Medicine, Epidemiology, Genetic Engineering, Biomolecular Replication, Xenobiology

TALENTS:

- **Triage:** When you attempt a Task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, you may spend one Momentum (Repeatable) to diagnose an additional patient.
- **First Response:** When you attempt the *First Aid* Task during combat, you gain a bonus d20. Further, you may always Succeed at Cost, with each Complication you suffer adding +1 to the Difficulty of healing the patient's wounds subsequently.
- **Quick Study:** When attempting a task that will involve an unfamiliar medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.
- **Augment Ability (Reason):** Each Task using reasons gains 1 automatic success, but the Complication range of the roll is increased by 2.

DETERMINATION:
(Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐ ☐☐☐☐☐☐☐
RESISTANCE: 0



ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

EQUIPMENT: Combadge, phaser type-2, medkit, medical tricorder

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DEEP SPACE NINE PLAYER CHARACTERS

CONSTABLE ODO

HEAD OF SECURITY

Odo actually served as a low-level bureaucrat in our government during the Bajoran Occupation. He used his shapeshifting abilities to outstanding effect as a law enforcement officer. He serves Starfleet and the Bajorans now, which makes him an enemy agent. We have to be careful in how we deal with him, because he's a member of the Founder's species. They want their "lost child" back, which means that no matter what actions he takes against us, we can't retaliate in kind.

TRAITS: Changeling, Missing from the Great Link

VALUES:

- We Are Nothing Without Order and Justice
- Protect Nerys, Even if Others Have to Die
- Reconcile With The Great Link
- They'll Leave Me Alone if I Work Hard and Get Results

ATTRIBUTES

CONTROL	08	FITNESS	12	PRESENCE	10
DARING	10	INSIGHT	08	REASON	08

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	02

FOCUSES: Forensic Investigation, Interrogation, Legalese, Cardassian Law, Stealth, Hand-to-hand Combat

TALENTS:

- **Morphogenic Matrix:** You may spend 1 Momentum as a Minor Action once per Turn to assume a different form, gaining an additional Trait to reflect whatever form you have chosen, though you cannot yet mimic an individual. You must return to a liquid state for a few hours of rest, every sixteen hours. While in an alternate form, it is next to impossible (Difficulty 5) to discern your true nature, without separating some part of your substance. You also have a Resistance of 4.
- **Cautious (Security):** Whenever you attempt a Task with Security, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **Close Protection:** When you make a successful attack, you may spend one Momentum to protect a single ally within Close range. The next attack against that ally before the start of your next turn increases in Difficulty by 1.
- **Mean Right Hook:** Your Unarmed Strike attack gains the Vicious 1 Damage Effect.

DETERMINATION:
(Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 6 Knockdown, Vicious 1, Size 1H, Non-lethal)

EQUIPMENT: Combadge

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CHANGELING

THE NEXT GENERATION ERA ONLY

A fluidic, shapeshifting species from the Gamma Quadrant, Changelings are typically reclusive, elusive beings, who try to avoid contact with other species, referred to by Changelings as "monoforms" or "solids". Most Changelings are collectively the Founders of the Dominion, but Changelings encountered beyond the Dominion are often from "The Hundred", a group of infants sent out to learn about the galaxy before being compelled to return home. The Founders collectively regard themselves as The Great Link, a fluid collective that appears more like an ocean than a society, where the distinctions between individuals disappear.

EXAMPLE VALUE: *Solids Fear What They Don't Understand, and They Don't Understand Me*

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Insight

- **TRAIT:** Changeling. A Changeling is naturally a gelatinous orange-brown fluid, which can adopt the form and structure of any solid object, including other living creatures and diffuse substances like fog. While they cannot become energy, a Changeling's ability to assume other forms is limited more by skill and experience than by physical capacity: it is theorized that they transfer mass to and from subspace in order to change size and density. Many Changelings find themselves persecuted by "solids" for their shapeshifting ability, and often crave a sense of order and justice in the universe, with a rigid attitude at odds with their fluid forms.

- **TALENTS:** The character receives access to the following talents. All Changeling characters must take the Morphogenic Matrix talent during character creation.

MORPHOGENIC MATRIX

REQUIREMENT: Changeling.

This Talent is mandatory and must be selected by a Changeling character during character creation. The character may spend 1 Momentum as a Minor Action once per Turn to assume a different form, gaining an additional Trait to reflect whatever form they have chosen, though they cannot yet mimic an individual, and they must return to a liquid state for a few hours of rest every sixteen hours. While in an alternate form, it is next to impossible (Difficulty 5) to discern the Changeling's true nature, without separating some part of the Changeling's substance. The character also has a Resistance of 4.

MORPHOGENIC MASTERY

REQUIREMENT: Changeling.

The Changeling may, when assuming an alternate form, assume the form of a specific individual, mimicking their appearance and personality sufficiently that even close friends may be unable to discern the truth. Further, the Changeling no longer needs to revert to a liquid state in order to rest.

DEEP SPACE NINE PLAYER CHARACTERS

QUARK

MERCHANT

If there's something that you want to have or to have done on Deep Space 9, you can get it through Quark. This slippery Ferengi merchant has contacts among the major criminal syndicates in the area, even if he isn't officially a member of any. The Bajorans put up with him as thanks for some gun running he did during the occupation, and Sisko claims to let him stay as a gesture of goodwill to the alien population. Once we determine the Ferengi's price, I'm confident that we can buy what passes for loyalty among his people.

TRAITS: Ferengi

VALUES:

- 6th Rule of Acquisition – Never Let Family Stand in the Way of Profit
- 31st Rule of Acquisition – Never Make Fun of a Ferengi's Mother
- 94th Rule of Acquisition – Females and Finances Don't Mix
- 285th Rule of Acquisition – No Good Deed Ever Goes Unpunished

ATTRIBUTES

CONTROL	09	FITNESS	08	PRESENCE	11
DARING	07	INSIGHT	11	REASON	10

DISCIPLINES

COMMAND	04	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	02

FOCUSES: Security Systems, Commerce, *Tongo*, Persuasion, Small Craft, Stealth

TALENTS:

- **Defuse the Tension:** Whenever you attempt a Task to persuade someone not to resort to violence, you may add one bonus d20 to your dice pool.
- **Greed Is Eternal:** When engaged in negotiations that have the potential for you to profit financially, you may reroll a single d20.
- **Cautious (Command):** Whenever you attempt a Task with Command, and you buy one or more d20s by spending Momentum, you may reroll a single d20.
- **Barkeep:** Whilst in Quark's, you gain the Advantage "Quark's Bar" which represents staff, holosuites, dining space and inventory available.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4 Knockdown, Size 1H, Non-Lethal)
- Ferengi Phaser (Ranged, 5, Size 1H, Charge, Hidden 1), Size 1H, Non-lethal)

EQUIPMENT:
Ferengi PADD, unlicensed Ferengi phaser

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FERENGI

THE NEXT GENERATION ERA ONLY

Ferengi are short, unimposing beings, noted more as merchants than traders than as warriors, scientists, or engineers. Their culture promotes the acquisition of material wealth, and their society is extremely capitalistic, with most routine activities accompanied by the exchange of a precious, non-replicable substance called latinum (a room-temperature liquid metal, often stored within gold "slips," "bricks," or "bars.") Ferengi discriminate between their genders considerably, with female Ferengi not being permitted to own property or wear clothing; enterprising young female Ferengi invariably find a way around these restrictions.

EXAMPLE VALUE: *18th Rule of Acquisition – A Ferengi Without Profit is No Ferengi at All*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence

- **TRAIT:** Ferengi. Ferengi physiology does not lend itself to physical activity, nor does their culture value such hardship, though they have a resistance to many common diseases. Ferengi have exceptional hearing, and highly-sensitive ears, though this also means that intense sounds (and physical force applied to the ears) can inflict debilitating pain. Their unusual brain structure means that telepaths cannot read Ferengi minds. Culturally, Ferengi are acquisitive, regarding the accumulation of wealth as the highest virtue, and while this has given them a reputation as cunning negotiators, they are also often seen as duplicitous and manipulative as well.

- **TALENTS:** The character receives access to the following talents:

GREED IS ETERNAL

REQUIREMENT: Ferengi, or Gamemaster permission.
As guided by the Rules of Acquisition, a proper Ferengi seeks profit in every endeavor. When engaged in negotiations – including Social Conflict – that have the potential for the Ferengi to profit financially, they may add 1 point to Threat in order to re-roll their dice pool.

NEVER PLACE FRIENDSHIP ABOVE PROFIT

REQUIREMENT: Ferengi, or Gamemaster permission.
Ferengi accept and tolerate self-serving behavior as a natural part of business. When the character assists someone else – including using the Direct Task or other methods of assistance – and one or more Complications occurs, the character may add 1 to Threat to avoid suffering any effect from those Complications personally.

DEEP SPACE NINE PLAYER CHARACTERS

ELIM GARAK

TAILOR

Plain, simple Garak. I know that this one is personal, director. He was one of our agents for years and managed to pull off several assassinations that others considered impossible. He's out now, and he's working as a tailor. There's evidence that Sisko and the other Starfleet crew use his talents from time to time and I've seen him in person, and it seems that he regrets some of his previous life. We've tried to kill him in the past, and I think that's a mistake. It's better to let him live with the pain.

TRAITS: Cardassian

VALUES:

- My Lies are the Truest of All Stories
- Well-Placed Words are Deadlier than a Phaser
- You Can't Let Them Know What You Value
- Get Them Before They Get You

ATTRIBUTES

CONTROL	09	FITNESS	07	PRESENCE	12
DARING	10	INSIGHT	08	REASON	10

DISCIPLINES

COMMAND	03	SECURITY	05	SCIENCE	01
CONN	01	ENGINEERING	03	MEDICINE	03

FOCUSES: Biology, Deception, Explosives, Interrogation, Persuasion, Stealth

TALENTS:

- **Advisor:** Whenever you assist another character using your Command Discipline, the assisted character may re-roll one d20.
- **Constantly Watching:** When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.
- **Interrogation:** When you succeed at a Task to get someone to reveal information in a social conflict, you gain one bonus Momentum, which can only be spent on the *Obtain Information* Spend.
- **Cautious (Security):** Whenever you attempt a Task using Security, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 6 Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 8 Vicious 1, Size 1H)

EQUIPMENT:
Disruptor pistol

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CHAPTER 03.10

SPACE STATION
DEEP SPACE 9

CONVERTED CARDASSIAN MINING STATION

It still riles to hear the Bajorans and Federation types call this station Deep Space 9 instead of *Terok Nor*. It was originally nothing more than a mining base, insignificant save for the massive quantities of ore that it processed for building up the Cardassian fleet.

Once Bajor was stripped of anything useful, we left. We thought that since we didn't need it anymore, then giving up Bajor would placate Starfleet at the end of our last war with them. And then they had to go and discover the wormhole.

In just one day the station went from a provincial backwater to the most important base in the quadrant. It sits at the confluence of Cardassian, Federation and Dominion space, making it exceptionally important for trade, diplomacy and military operations.

If we want to have any sort of chance at winning this war, controlling both ends of the wormhole is paramount. We need to retake the station. It relied on our mighty *Galor*-class warships for defense before we left. Sisko's made extensive modifications to its weapons and shield grid, and now the station is at least a match for a Klingon flotilla. War is coming. *Terok Nor* will soon be ours again, then Bajor and the Federation will follow.

TRAITS: Cardassian Mining Station, Federation-run Bajoran-owned, Station at the Mouth of the Wormhole

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	14
BREACHES ☐☐☐☐☐☐☐☐		BREACHES ☐☐☐☐☐☐☐☐		BREACHES ☐☐☐☐☐☐☐☐	
COMPUTERS	11	SENSORS	10	WEAPONS	12
BREACHES ☐☐☐☐☐☐☐☐		BREACHES ☐☐☐☐☐☐☐☐		BREACHES ☐☐☐☐☐☐☐☐	

DEPARTMENTS

COMMAND	04	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	04	MEDICINE	03

POWER: 11 **SCALE:** 12
SHIELDS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 12
CREW SUPPORT (TOTAL): 12
DOCKING CAPACITY: 18 vessels, each of Scale 8 or less

WEAPONS:

- Phaser Arrays (Range Medium, 15▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Range Long, 6▲, High Yield)

TALENTS:

- **Docking Capacity:** The station has extra ports and pylons that allow it to support a greater number of docked vessels, as well as larger vessels. The starbase has 18 docking ports, and can support vessels of up to Scale 8.
- **Advanced Sickbay:** The station has a well-equipped infirmary, and gains the Advanced Sickbay advantage, which applies to all medicine- and biology-related Tasks performed within the Infirmary. This Advantage is lost if the station's Computers System is disabled.
- **Repair Crews:** Due to having additional personnel to support repair and maintenance work, it may prioritize the repairs of up to 4 ships, rather than the normal 1.
- **Sturdy Construction:** When the station suffers damage, it suffers a Breach if 8 or more damage is inflicted, instead of the normal 5 or more.
- **Rapid-Fire Torpedo Launcher:** Whenever the crew add 3 to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of ▲ on the damage roll.
- **Firebase:** The station is built to defend itself and the space around it from attack, and it is able to unleash colossal amounts of firepower. Whenever a character makes an Attack with the station, they may use the *Swift Task* Momentum Spend for 1 Momentum instead of the normal 2, so long as their second Task is also an Attack.

CHAPTER 03.20

STARFLEET GUNSHIP

U.S.S. DEFIANT NX-74205

FEDERATION STARSHIP

Devised in the aftermath of the Battle of Wolf 359, the *Defiant* class was intended to be a gunship, a dedicated combat vessel that could be deployed against grave threats to the Federation. The design – and its prototype, the *U.S.S. Defiant* – were shelved, and the project leader, Commander Benjamin Sisko, was reassigned. The project had faced serious flaws and design setbacks, and the threat of the Borg had not manifested again.

In 2370, at the request of Commander Sisko, the *Defiant* was pulled out of mothballs, and assigned to Starbase Deep Space 9, in response to the rising Dominion threat. Along with this, it was agreed that the *Defiant* would be equipped with a cloaking device, on loan from the Romulan Star Empire, to allow for intelligence-gathering in the Gamma Quadrant, in exchange for sharing all intelligence on the Dominion with the Romulans. Initial flaws with the design have mostly been resolved by Deep Space 9's chief of operations, Miles O'Brien, and these adaptations have allowed Starfleet to place the *Defiant* class into production.

CLASS: *Defiant*
COMMISSIONED: 2371
MISSION PROFILE: Tactical Operations

TRAITS: Federation Starship, Prototype Warship, Still Working Out the Bugs

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 08
BREACHES ☐☐☐☐☐☐	BREACHES ☐☐☐☐☐☐	BREACHES ☐☐☐☐☐☐
COMPUTERS 09	SENSORS 09	WEAPONS 13
BREACHES ☐☐☐☐☐☐	BREACHES ☐☐☐☐☐☐	BREACHES ☐☐☐☐☐☐

DEPARTMENTS

COMMAND 02	SECURITY 05	SCIENCE 01
CONN 03	ENGINEERING 02	MEDICINE 02

POWER: 10 **SCALE:** 3
SHIELDS: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 5
CREW SUPPORT (TOTAL): 3

WEAPONS:

- Phaser Cannons (Energy, Range C, 10▲, Versatile 2)
- Phaser Arrays (Energy, Range M, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Range L, 8▲ High Yield)
- Quantum Torpedoes (Torpedo, Range L, 9▲ Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- **Ablative Armor:** The ship's Resistance is increased by +2 (included)
- **Quantum Torpedoes:** The ship is armed with Quantum Torpedoes.
- **Cloaking Device:** The ship has a cloaking device, allowing it to vanish from view. Activating the device is a **Control + Engineering Task** with a Difficulty of 2, assisted by the ship's **Engines + Security**, performed from the tactical position. This Task has a Power Requirement of 3. If successful, the vessel gains the Cloaked Trait. While Cloaked, the vessel cannot attack, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked ship. While cloaked, the vessel's shields are down. It takes a Minor Action to decloak. *Due to incompatibilities between Romulan and Federation technology, and Federation unfamiliarity with cloaking technology, any Task relating to using the Cloaking Device has +1 Complication range.*

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